GAME BOY ADVANCE®

KONAMI®

AGB-AAME-USA

# Castlevania

## Circle of the Moon™

INSTRUCTION BOOKLET

***WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.***

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### ⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**
**Altered vision**
**Eye or muscle twitching**
**Involuntary movements**
**Loss of awareness**
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## ⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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# Castlevania

## Circle of the Moon™

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# PROLOGUE Prologue

*The year is 1830.*
*In an ancient castle on the outskirts of the Austrian empire, a demon lord that would unite the powers of darkness was being resurrected at the hand of a fiend yearning for chaos.*

*At this demonic castle, Camilla, one of Dracula's minions, began the incantation of a ritual to bring her lord Dracula back to life.*

*The vampire hunter Morris and his two apprentices, Nathan and Hugh, sensed an abnormality in the balance of nature and rushed to prevent Dracula's unholy reemergence.*

*"That unholy monster must never return!"*

*However, they arrived too late to prevent Dracula's return from his confinement. Dracula used his magical powers to imprison Morris, and cast Nathan and Hugh into a graveyard underneath the demonic castle.*

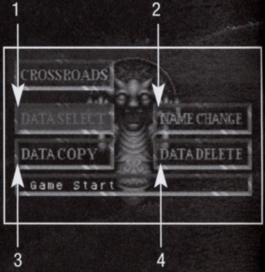
*Together the two began to search the castle in order to vanquish Dracula and to rescue their master.*

# GAME START

1. Insert the game cartridge into the Game Boy® Advance and turn on the power.
2. Press START at the title screen to bring up the main menu "Crossroads" screen. Press the Control Pad to select different items and the A Button to confirm.

- See page 13 for information regarding the Save function.

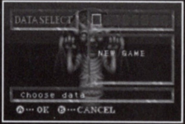
| | | |
|---|---|---|
| 1 | Data Select | Start the game |
| 2 | Name Change | Change the name of saved data |
| 3 | Data Copy | Copy saved data |
| 4 | Data Delete | Erase saved data |


1
2
CROSSROADS
DATA SELECT
NAME CHANGE
DATA COPY
DATA DELETE
Game Start
3
4

# Data Select

### • Begin play from the start

Use the Control Pad to select a file and press the A Button to confirm. This will bring up the "Name Entry" screen. The game will start after a name has been entered and confirmed with the A Button.

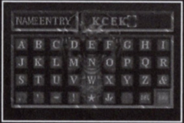

DATA SELECT
1
NEW GAME
Ⓐ··· OK Ⓑ···CANCEL

Choose data

### • Inputting a name

Use the Control Pad to move the cursor and the A Button to input letters. After name has been completely entered move the cursor to END and press the A Button or START to confirm.

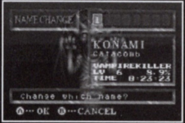
• The B Button erases inputted letters.


NAME ENTRY
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z &
. ' - ! ★ Jr

KCEK

### • Continuing a Game

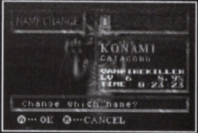
Any saved data from previous games can be continued from the point the game was saved. Use the Control Pad to select a saved data and press the A Button to confirm and begin the game.


NAME CHANGE
1
Ⓐ··· OK Ⓑ···CANCEL

KONAMI
catacomb
VAMPIREKILLER
LV 6 8.9%
TIME 0:23:23

Change which name?

## Name Change

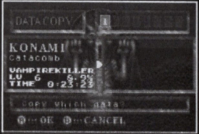


KONAMI
Catacomb
VAMPIREKILLER
LV 6 8.9%
TIME 0:23:23

Change which name?

1. Use the Control Pad to select data to change its name and press the A Button to confirm.
2. Change the name at the input screen.
3. Return to the "Cressroads" screen with the B Button after all changes have been made.

## Data Copy

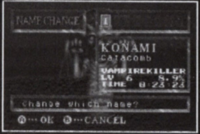


KONAMI
Catacomb
VAMPIREKILLER
LV 6 8.9%
TIME 0:23:23

Copy which data?

1. Use the Control Pad to select the data to be copied and press the A Button to confirm.
2. Select the space toi save data in and press the A Button.
3. Return to the "Crossroads" screen by pressing either the A Button or B Button after the data has been copied.

## Data Delete



KONAMI
Catacomb
VAMPIREKILLER
LV 6 8.9%
TIME 0:23:23

Change which name?

1. Use the Control Pad to select the data to be erased and press the A Button.
2. Return to the "Crossroads" screen with the B Button.

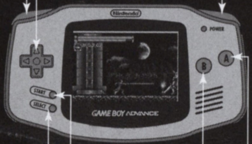
# OPERATION SYSTEM

## Controls

**L Button**
DSS ON/OFF

**Control Pad**
Move player

**R Button**
Special Move



**START**
Start the game
Display the Status Screen

**SELECT**
Display the Map Screen

**A Button**
Jump

**B Button**
Attack

- Refer to page 10 for Status Screen Button commands.
- See page 9 for Status Screen information.

### Left/Right Movement

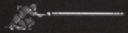
◀ ▶ on the Control Pad

### Crouch Down

▼ on the Control Pad

### Crouched Attack

▼ + B Button



### Sliding, Jump Down (when there is special footing)

▼ + A Button

### Sub-Weapon Attack

▲ + B Button

- See page 16 for sub-weapon information.

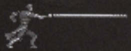
### Jump

A Button

- Pressing A Button longer will result in a higher jump

### Attack

B Button



- The whip will be spun while holding down on the B Button

### Dual Set-up System (DSS) On/Off

L Button

- See page 10 for DSS setup.

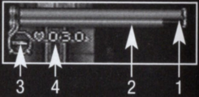
### Special Move

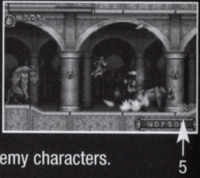
R Button

- See page 18 for special items.

# GAME RULES

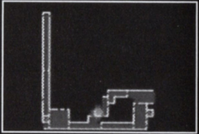
## Viewing the Screen





1. HP Gauge: Player's physical stamina. The gauge decreases when the player is damaged by enemy attacks. The player dies when the gauge reaches zero.
2. MP Gauge: Player's mental stamina. It decreases when the player uses DSS effects.
    - See DSS Setup on page 12.
3. Sub-Weapon: The equipped sub-weapon.
    - See Items on page 16.
4. Number of Hearts: These decrease when attacks are made with the sub-weapon.
5. Enemy Character Name: Displayed when the character comes in contact with enemy characters.

## Viewing the Map Screen

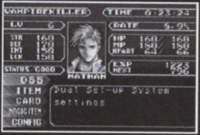


All places that the player has passed through are reflected on the map and the current location is displayed. Red indicates a save point, yellow indicates a warp point.

- See page 13 for Save.
- See page 19 for Warp.

## Viewing the Status Screen

| | |
|---|---|
| LV | The player's current level. |
| STR | Combat strength against enemies. |
| DEF | Defensive strength against enemy attacks, etc. |
| INT | Intelligence. Affects the recovery of Mind Power (MP). |
| LCK | Luck. Has an effect on what items appear. |
| STATUS | The player's current status. |
| TIME | Total amount of time elapsed. |
| RATE | Percentage of map explored. |
| HP | Amount of physical Health Points. |
| HEART | Number of hearts. |
| EXP | Total number of experience points. |
| NEXT | The number of EXP needed to advance to the next level. |


VAMPIREKILLER
TIME 0:23:24
LV 6
RATE 5.9%
STR 160
DEF 170
INT 150
LCK 150
HP 160/ 160
MP 180/ 180
HEART 64/ 66
STATUS GOOD
EXP 1223
NEXT 796
NATHAN
DSS
ITEM
CARD
MAGIC ITEM
CONFIG

Dual Set-up System settings

- See page 15 for Status.

Select with up and down on the Control Pad and press the A Button to bring up the Settings Screen.

| | | |
|---|---|---|
| DSS | Configure the dial-up system. | * See page 10 for DSS setup. |
| ITEM | Equip and use items that have been obtained. | * See page 16 for items. |
| CARD | View all DSS cards obtained. | * See page 12 for Card Screen information. |
| MAGIC ITEM | View all special items obtained. | * See page 12 for Magic Item Screen information. |
| CONFIG | Configure Button settings. | * See page 12 for Config settings. |

# GAME RULES

## Button Controls for the Status Screen

**Control Pad** Select Items

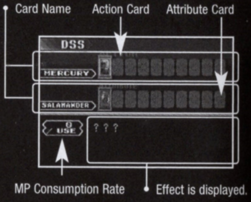
**A Button** Confirm

**START** Display the Status Screen

**B Button** Cancel, Return to Previous Screen

## DSS Settings

The player is able to add additional special abilities by combining Attribute Cards and Action Cards obtained throughout the course of the game. Player MP is decreased when DSS combinations are used.


Card Name
Action Card
Attribute Card
DSS
MERCURY
SALAMANDER
0 USE
? ? ?
MP Consumption Rate
Effect is displayed.

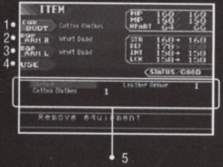
- This will not appear unless a card is used ans its effects activated.

1. Toggle Action Cards and Attribute Cards with up and down on the Control Pad, and use left or right to select cards.
2. Confirm by pressing either the A Button or B Button.

## Item Setting

- See items on page 16.

Equipping and using items collectged throughout the game allows the player to boost ogffensive/defensive abilities and recover lost HP and MP.


ITEM
EQP BODY
Cotton Clothes
EQP ARM R
EQP ARM L
USE
HP 160 160
MP 190 190
HEART 64 66
STR 160→ 160
DEF 170
INT 150→ 150
LCK 150→ 150
STATUS GOOD
Cotton Clothes 1
Leather Armor 1
Remove equipment
1
2
3
4
5

| | | |
|---|---|---|
| 1 | EQP BODY: | Put on protective armor. |
| 2 | EQP ARM R: | Equip an item in the player's right hand. |
| 3 | EQP ARM L: | Equip an item in the player's left hand. |
| 4 | Use: | Use expendable items. |
| 5 | List of items. | |

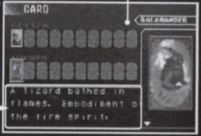
1. Use the Control Pad to select a group and press the A Button to confirm.
2. Select items with the Control Pad and press the A Button to confirm.
3. Return to the Status Screen with the B Button.

## Card Screen

View DSS cards obtained throughout the course of gam eplay.

1. Use the Control Pad to select a card to view.
2. Display a selected card's properties with the A Button.
3. Return to the Status Screen with the B Button.

Card Name



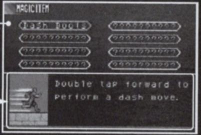
A lizard bathed in flames. Embodiment o the fire spirit.

Card explaination is displayed.

## Magic Item Screen

View special items obtained during game play. Return to the Status Screen with the B Button.

- See page 18 for Special Items.



Double tap forward to perform a dash move.

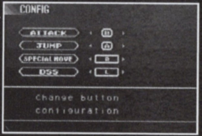
Item Name

Item effect is displayed.

## Config Setttings

Set Buttons for each different command.

1. Use the Control Pad to select the item and change settings.
2. Confirm with either the A Button or B Button.



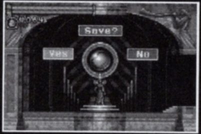
ATTACK B
JUMP A
SPECIAL MOVE R
DSS L

Change button configuration

## Save

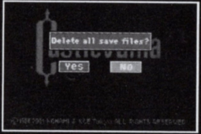
At save points scattered throughout the ancient castle, the player can recover HP and MP levels as well as save game progress.

1. Press up while in the center of a save point.
2. Use the Control Pad to select either YES or NO and press the A Button to confirm.



### • Command to Erase Stage Clear Data

Backup data is saved to the game cartridge after a stage has been cleared. To erase this data and return the game to its initial default state, press SELECT while holding down the L, R, A, and B Buttons simultaneously at the title screen.

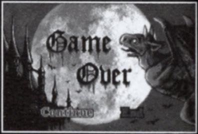


# CONTINUE

## Continue

### Continue

The game ends when the player runs out of HP. However, if the game has been saved even once it is possible to continue. Use left and right on the Control Pad to select "Continue" to play on or "End:" to quit, and press the A Button.



# STATUS

## Status Abnormalities

Player status may be affected if the player is hit by an enemy's special attack.

### Poison

Player HP will decrease for a fixed period of time. Use Recovery Item "Antidote" to quickly nullify the effects of poison.

- See Recovery Items page 17.

# Status Abnormalities

## Curse

The player becomes completely incapable of attacking for a fixed period of time. Use Recovery Item "Cure Curse" to quickly lift the curse.

## Stone

The player becomes completely immobilized. Recover by either receiving damage from an enemy attack or by rapidly pressing left and right on the Control Pad.

## Freeze

The player becomes completely immobilized. Recover by either receiving damage from an enemy attack or return to normal after a fixed period of time.

# ITEMS

- There are a wide variety of items other than those shown here

## Normal Items

- These items appear when candles are destroyed.

- Heart (large/small):

Hearts are depleted when a sub-weapon attack is used.

- Sub-Weapon: Only one sub-weapon may be equipped at a time.

| | |
|---|---|
| Knife | A knife is thrown at high speeds. |
| Axe | An axe draws an arch in the air when it is thrown. |
| Holy Water | Holy water bursts into flames where it lands. |
| Crucifix | A crucifix, when thrown, files like a boomerang. |
| Clock | Enemy movements are stopped for a set period of time. |

## Equip Items

- These items may appear when an enemy is defeated.

Equipping these items affects the player's offensive / defensive abilities, intelligence, and luck ratings.

| | |
|---|---|
| Power Ring | A ring that amplifies offensive abilities. |
| Wristband | A bracelet made from cloth. |
| Hard Ring | A ring that bolsters defensive abilities. |
| Gauntlet | A bracelet that increases offensive abilities. |

| | | | |
|---|---|---|---|
| Magical Wristband | A wristband enhanced with magical powers. | Miracle Wrist | Increases luck when equipped. |
| Leather Armor | Armor made from leather. | Bronze Armor | Armor made out of bronze. |
| Cotton Robe | A simple cotton garment. | Cotton Clothes | Clothes made of cotton. |

## Recovery Items

- These may appear when an enemy is defeated.

Using these items allows the player to regain lost HP, MP, and recover from status abnormalities.

- See page 15 for status abnormalities.

**Recover HP** Potion Meat

**Increase Hearts** Heart

**Recover MP** Mind Restore

**Recover from Poison** Antidote

**Recover from Curse** Cure Curse

# ITEMS

## Special Items

• These Items are obtained within the ancient castle walls.

Using these items increases the range of player movement.

| | |
|---|---|
| Dash Boots | Allows the player to dash by quickly pressing left or right twice. |
| Double | Allows the player to jump one time while in mid-air. |
| Kick Boots | The player can spring off a wall to jump high into the air by pressing left or right and the R Button while facing a wall. |
| Tackle | The player can tackle by pressing left or right and the R Button. |

## Level Up Items

• These Items are obtained within the ancient castle walls.

Obtaining these items increases the player's HP, MP, and heart limit.

- HP
- MP
- Heart

## Use Dual Set-up System Cards Wisely

Exactly how to use a DSS card is not apparent just by finding one. An Action card and Attribute card must be used in combination to make its effect known. Once a combination has been used, a description of the effect will appear on the DSS screen. There are a variety of effects possible, which include an increase in offensive, defensive, and other attributes. There are also those that contain command techniques. Do not rely on just one card but be mindful to use a variety of different cards depending on the situation at hand.

## Save Frequently

Save often and more than anything else be cautious not to get killed, which will end the game. Keeping this up will slowly but surely make the player stronger and come closer to completing the quest.

* See Save on page 13.

## Look at the Map

Try attacking the walls surrounding any suspiciously empty spaces on the map. The walls might break away to reveal a hidden chamber.

* See page 8 for the Map Screen.

## Use the Warp Zone

Skillfully use the warp zones scattered throughout the ancient castle. It will become easier to move to far away spots.

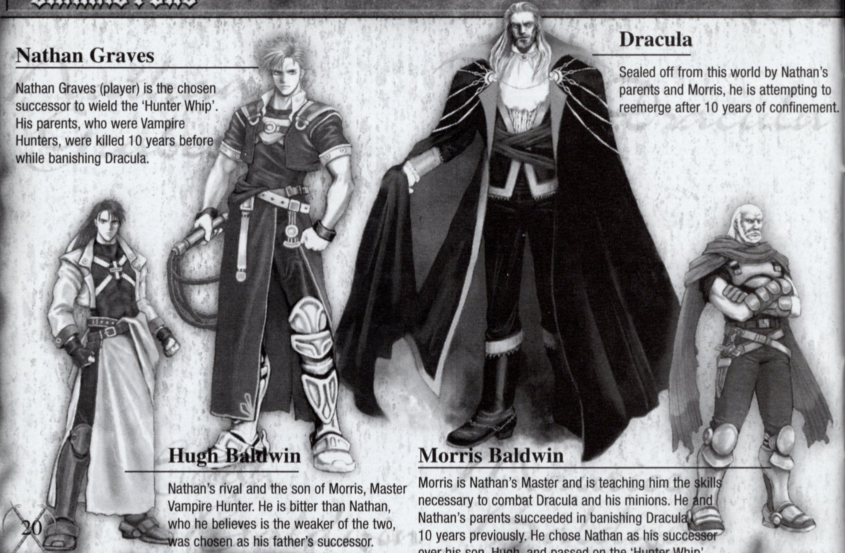
# CHARACTERS

## Nathan Graves

Nathan Graves (player) is the chosen successor to wield the 'Hunter Whip'. His parents, who were Vampire Hunters, were killed 10 years before while banishing Dracula.

## Dracula

Sealed off from this world by Nathan's parents and Morris, he is attempting to reemerge after 10 years of confinement.



## Hugh Baldwin

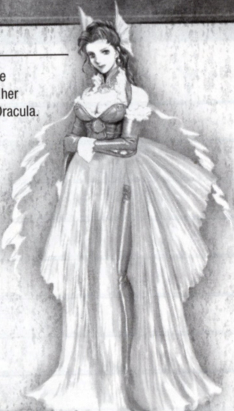
Nathan's rival and the son of Morris, Master Vampire Hunter. He is bitter than Nathan, who he believes is the weaker of the two, was chosen as his father's successor.

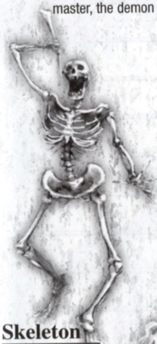
## Morris Baldwin

Morris is Nathan's Master and is teaching him the skills necessary to combat Dracula and his minions. He and Nathan's parents succeeded in banishing Dracula 10 years previously. He chose Nathan as his successor over his son, Hugh, and passed on the 'Hunter Whip'.

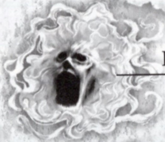
## Camilla

A loyal minion plotting the complete resurrection of her master, the demon lord Dracula.

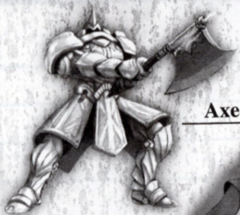




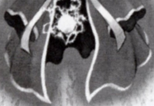
**Skeleton**



**Ectoplasm**



**Axe Armor**



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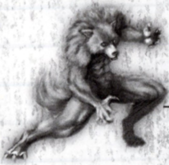
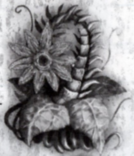


**Were-wolf**



**Man-Eater**

# NOTES

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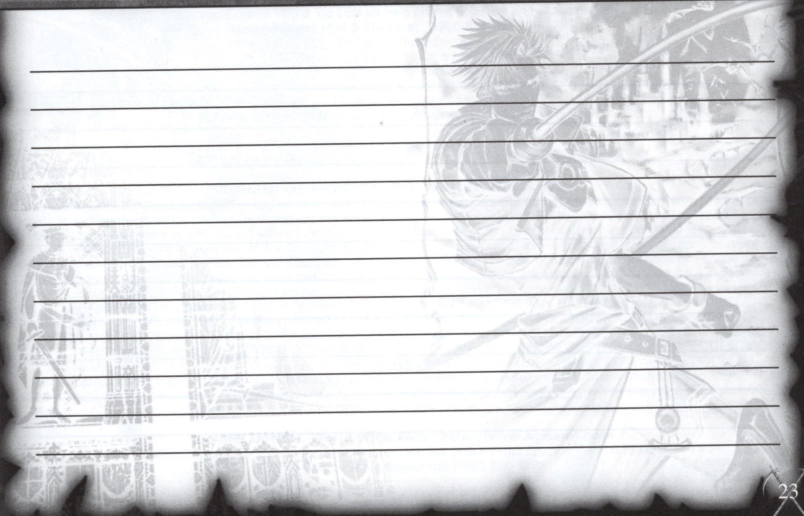

# NOTES

# WARRANTY AND SERVICE INFORMATION

If you feel stuck in the game, or just need a boost, don t worry!
You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

**Konami Game Hint & Tip Line: 1-900-896-HINT (4468)**

- 95¢ per minute charge
- $1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.
Prices and availability are subject to change. U.S. accessibility only.

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1400 Bridge Parkway, Redwood City, CA 94065 Phone: 650-654-5600

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